Exam 1.p.fa.2024

Principles of Computing 30th of October, 2024



1 Answer the following questions either True or False.

I.	The <i>root</i> of a unix-based file system is a directory named /root.	The first five questions on this page are about the <i>shell</i> ; the rest are about <i>Python</i> .
	○ True	about the snew, the lest are about 1 ython.
	○ False	
II.	The cd command can be used to change a directory's name.	
	O True	
	○ False	
III.	The name _ is an alias for the current user's "home" directory.	
	○ True○ False	
***		y in the user's home folder
IV.	mv(pumpkins.py, ~/patch) will move pumpkins.py to the patch directory	in the user's nome folder.
	○ True○ False	
v.	touch closet/skeletons.csv will create a new file named skeletons.csv	within closet in the home folder.
	○ True	
	○ False	
	", ".join(["this is Halloween", "this is Halloween"])[19::1] is valid syn	tay
VI.	, sjoth(t this is natioween, this is natioween j)[17] is valid sym	uax.
VI.	○ True	uax.
VI.		uax.
	○ True	uax.
	 True False Every value in <i>Python</i> is an object, and every object has a type. True 	uax.
√II.	 True False Every value in <i>Python</i> is an object, and every object has a type. True False 	nax.
√II.	 True False Every value in <i>Python</i> is an object, and every object has a type. True False Every method is a function in <i>Python</i>. 	nax.
√II.	 True False Every value in <i>Python</i> is an object, and every object has a type. True False Every method is a function in <i>Python</i>. True 	nax.
VII.	 True False Every value in <i>Python</i> is an object, and every object has a type. True False Every method is a function in <i>Python</i>. True False 	nax.
VII.	 True False Every value in Python is an object, and every object has a type. True False Every method is a function in Python. True False Every function returns a value. 	nax.
VII.	 True False Every value in Python is an object, and every object has a type. True False Every method is a function in Python. True False Every function returns a value. True 	nax.
III.	 True False Every value in Python is an object, and every object has a type. True False Every method is a function in Python. True False Every function returns a value. True False 	itax.
VII.	 True False Every value in Python is an object, and every object has a type. True False Every method is a function in Python. True False Every function returns a value. True 	itax.

- 2 Answer the following questions without justification.
 - i. What is the value of scary_string at the end of the following block?

```
scary_string = "i am the one hiding under your bed".split(" ")
scary_string[0:2] += ["not"]
scary_string = " ".join(scary_string)
```

ii. What is the result of the following expression?

```
len("".join("everyone hail to the pumpkin song\n".split(" ")))
```

iii. What is the value of spooky_func(" ") with the definition below?

```
def spooky_func(ghost):
    x = "i am the shadow on the moon at night".split(ghost)
    return x.insert(2, "not")
```

iv. How many times will line 4 be evaluated in the block of code below?

```
def rattle(something):
    return len(something) % 2 == 0

bones = list(range(101))

while rattle(bones):
    bones = bones[:bones[-1]/2]
```

v. What value is returned as a result of calling the function below?

```
def trick_or_treat():
    11 = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
    fear = 0
    for x in 11:
        for y, z in enumerate(x):
            if z % (y + 1) == 0:
                 fear += z
            if fear == 13:
                 return "trick"
    return "treat"
```

.....

NAME:

3 Answer the following questions without justification.

i. What *type of error* will be thrown when this code is run?¹

```
def jump_scare(days_left):
    return days_left == 7
upper_bound = input("Enter your maximum tolerance for terror: ")
for i in range(upper_bound):
    print(jump_scare(days_left))
```

¹ You may assume the user provides valid, sensible input (*e.g.*, 10) when prompted.

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ii. Indicate all lines in the following code block that would throw an error.

```
dungeon = []
for i in range(5):
    room = []
for j in range(5):
    room += [i*j]
    dungeon.append(room)
if sum(dungeon) % 13 == 0:
    return "creepy"
return "wet"
```

iii. The block of code below throws an error; on what line does it occur?

```
from random import randint
weight = "0"
giles_corey = "185"
while plea not in ["guilty", "not guilty"]:
    weight += int(f"{randint(1, 10)}")
    giles_corey -= int(weight)
    plea = "more weight"
```

iv. What is monster_sort([3, 1, -1, 0, 5, 3]) based on the code below?

```
def monster_sort(11):
    rr = []
    for 1 in 11:
        scared = False
        for i, r in enumerate(rr):
        if (1 < r) and (not scared):
            rr.insert(i, 1)
            scared = True
    if not scared:
        rr.append(1)
    return rr</pre>
```

4 Program a solution to the following question in Python.

Given two vectors $x = [x_0, x_1, ..., x_{n-1}]$ and $y = [y_0, y_1, ..., y_{n-1}]$ of the same positive integer length n, we compute the *inner product* of x with y, which we denote $\langle x, y \rangle$, as follows.

$$\langle x, y \rangle = x_0 y_0 + x_1 y_1 + \dots + x_{n-1} y_{n-1}$$

For example, the inner product of [1,2,3] and [2,4,8] is below.

$$\langle [1,2,3], [2,4,8] \rangle = 1 \cdot 2 + 2 \cdot 4 + 3 \cdot 8$$

= 2 + 8 + 24
= 34

Write a function in *Python* that takes two lists of floating point numbers representing *vectors* as inputs and returns their *inner product* as output *if* they are the same length, but returns the string "ERROR" otherwise.

RESTRICTIONS:

- No use of import statements.
- · No use of methods for any type.
- · No use of the built-in functions:
 - · sorted()
 - · sum()
 - · max()
 - · min()
 - · abs()
- No use of functions, methods, types, or control structures that we have not yet covered in class nor problem sets.

NOTE: you may name your function and your variables whatever you'd like.